

# 20 OVER DETAILED MATCH DAY RULES - T20

<b>SUMMARY</b>	Playing and competing	<b>OVERS</b>	<ul style="list-style-type: none"> <li>• 20 overs per team (120 balls)</li> </ul>
<b>PURPOSE</b>	Community club	<b>TEAM</b>	<ul style="list-style-type: none"> <li>• 11 players per team</li> </ul>
<b>DESCRIPTION</b>	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.	<b>INNINGS</b>	<ul style="list-style-type: none"> <li>• 1 innings of 20 overs per team</li> </ul>
<b>INDICATIVE AGE</b>	U14-U18	<b>BATTING</b>	<ul style="list-style-type: none"> <li>• There is no compulsory retirement in Stage 3.</li> <li>• Competition manager/association can enforce player retirement (40 balls faced) at their discretion.</li> <li>• If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.</li> </ul>
<b>COACH</b>	<ul style="list-style-type: none"> <li>• Accredited Community (Level 1) Coach</li> </ul>	<b>BOWLING</b>	<ul style="list-style-type: none"> <li>• 6 balls per over (All wides and no-balls are to be re-bowled).</li> <li>• A minimum of 5 players must bowl.</li> <li>• There is a maximum of 4 overs per bowler.</li> <li>• Bowlers change end after each over.</li> <li>• The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>• T20 (20 over game)</li> </ul>	<b>FIELDING</b>	<ul style="list-style-type: none"> <li>• To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>• No fielders within 10 metres (except regulation off side slips, gully and wicket-keeper).</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>• 156g leather – male</li> <li>• 142g leather – female</li> </ul>	<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>• All modes of dismissal count.</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>• 120mins (2hrs)</li> <li>• The Association/Competition Manager have the option to include a cut off time for the 1<sup>st</sup> innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>• Please refer to Match Management document for time saving strategies.</li> </ul>		
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>• Helmets <b>must be worn at all times</b> whilst batting &amp; wicket-keeping. Association/competition managers may implement a rule to allow a wicketkeeper to not wear a helmet if they are standing 7 metres or more behind the stumps. Please see CA Official Helmet Recommendations for more information.</li> <li>• Pads</li> <li>• Gloves</li> <li>• Protector</li> <li>• Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>• 2 sets of stumps with bails.</li> <li>• Bat Size: Size 6 or Harrow (weight &lt;2.2lb or 100g) recommended.</li> <li>• Measuring tape or string to measure boundary.</li> <li>• Boundary markers</li> </ul>		
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>• 50m (maximum)</li> <li>• Boundary to be measured from the centre of the pitch.</li> <li>• Refer to Boundary Setup Document for further information on the boundary setup process.</li> </ul>		
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>• Hard Wicket or Turf Wicket</li> <li>• 20.1m (standard pitch length)</li> </ul>		

Version 4.0 - current for 2020/21 season.

# 30 OVER (FEMALE) & 40 OVER (MALE) DETAILED MATCH RULES

<b>SUMMARY</b>	Playing and competing
<b>PURPOSE</b>	Community club
<b>DESCRIPTION</b>	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
<b>INDICATIVE AGE</b>	U14-U18
<b>COACH</b>	<ul style="list-style-type: none"> <li>Accredited Community (Level 1) Coach</li> </ul>
<b>GAME TYPE</b>	<ul style="list-style-type: none"> <li>30 over One Day game (maximum) - female</li> <li>40 over One Day game (maximum) - male</li> </ul>
<b>BALL</b>	<ul style="list-style-type: none"> <li>142g leather – female</li> <li>156g leather – male</li> </ul>
<b>TIME</b>	<ul style="list-style-type: none"> <li>180mins (3hrs) - female</li> <li>240 mins (4hrs) - male</li> <li>The Association or Competition Manager have the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.</li> <li>Please refer to Time Saving Strategies Document for further information.</li> </ul>
<b>EQUIPMENT</b>	<ul style="list-style-type: none"> <li>Helmets <b>must be worn at all times</b> whilst batting &amp; wicket-keeping. Association/competition managers may implement a rule to allow a wicketkeeper to not wear a helmet if they are standing 7 metres or more behind the stumps. Please see CA Official Helmet Recommendations for more information.</li> <li>Pads</li> <li>Gloves</li> <li>Protector</li> <li>Additional safety equipment can be worn based on match conditions and/or personal preference.</li> <li>2 sets of stumps with bails.</li> <li>Bat Size: Size 6 or Harrow (weight &lt;2.2lb or &lt;1000g) is recommended.</li> <li>Measuring tape or string to measure boundary.</li> <li>Boundary markers</li> </ul>
<b>BOUNDARY</b>	<ul style="list-style-type: none"> <li>50m (maximum).</li> <li>Boundary to be measured from the centre of the pitch.</li> <li>Refer to Ground Setup Document for further information on boundary setup process.</li> </ul>
<b>PITCH TYPE AND LENGTH</b>	<ul style="list-style-type: none"> <li>Hard wicket or Turf wicket</li> <li>20.1m (standard pitch length)</li> </ul>

<b>OVERS</b>	<ul style="list-style-type: none"> <li>30 over maximum (female) per team</li> <li>40 overs maximum (male) per team</li> </ul>
<b>TEAM</b>	<ul style="list-style-type: none"> <li>11 players per team</li> </ul>
<b>INNINGS</b>	<ul style="list-style-type: none"> <li>1 innings of 30 overs (maximum) per team (female)</li> <li>1 innings of 40 overs (maximum) per team (male)</li> <li>The Association or Competition Managers have the option to play split innings/quarters cricket (2 innings per team of 15/20 overs each).</li> </ul>
<b>BATTING</b>	<ul style="list-style-type: none"> <li>There is no compulsory retirement in Stage 3.</li> <li>Competition manager/association can enforce player retirement (60 balls faced) at their discretion.</li> <li>If retirement limit enforced, any retired batters may return to the crease once all others have batted, in the order they retired.</li> </ul>
<b>BOWLING</b>	<ul style="list-style-type: none"> <li>6 balls per over (All wides and no-balls are to be re-bowled).</li> <li>A minimum of 5 players must bowl.</li> <li>There is a maximum of 8 overs per bowler (male) and 6 overs per bowler (female).</li> <li>Bowlers change end after each over.</li> <li>The Association or Competition Manager can alter playing conditions to allow 5 or 10 overs to be bowled from one end at a time.</li> </ul>
<b>FIELDING</b>	<ul style="list-style-type: none"> <li>To ensure players experience all fielding positions, fielding rotations can be implemented at the discretion of the Coach.</li> <li>No fielders within 10 metres (except regulation off side slips, gully and wicket keeper).</li> </ul>
<b>DISMISSALS</b>	<ul style="list-style-type: none"> <li>All modes of dismissal count.</li> </ul>